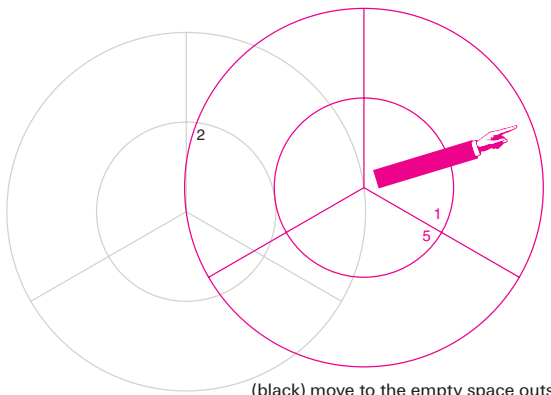
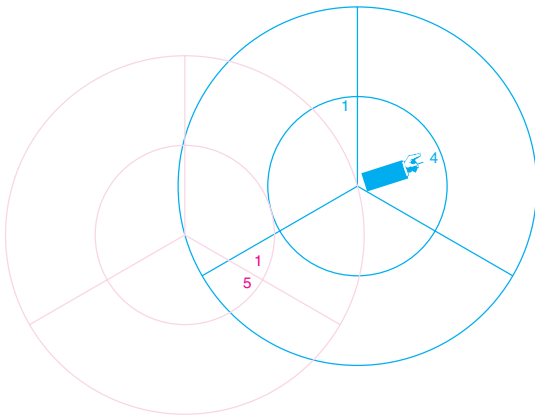


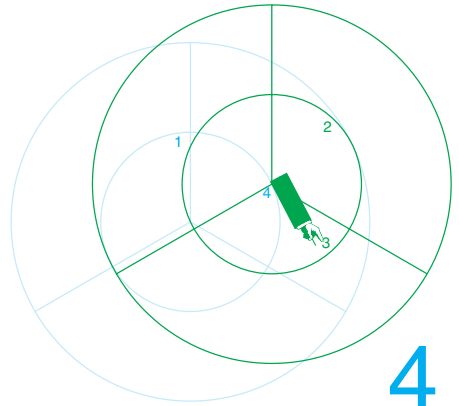
initial state/začetno stanje



(black) move to the empty space outside the outer circle (one remains)/
(črna) premik v prazen prostor prek zunanjega kroga (eden ostane)

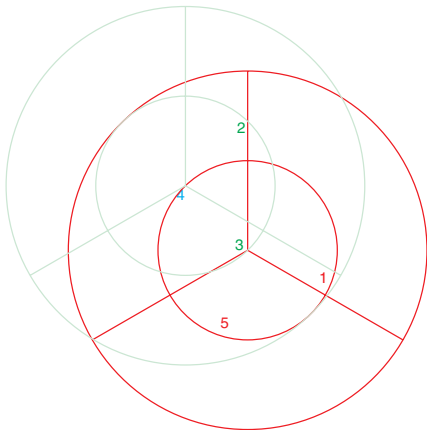


(magenta) again move to empty space (two remain)/
(magenta) zopet premik v prazno (dva ostaneta)



(cyan) move to object 4/
(sinja) premik do objekta 4

4



(green) move to the object 3 (two remain, top left)/
(zelena) premik do objekta 3 (levo zgoraj ostaneta dva)

4 3

database example/primer zbirke
1 2 3 4 5

dynamic space reading algorithm (top view)/
dinamični algoritem za branje prostora (toris)

Data Dune

Narvika Bovcon, Barak Reiser, Aleš Vaupotič: PODATKOVNA SIPINA / DATA DUNE

Programiranje/Coding: Igor Lautar, Tanja Miklič, Gaber Terseglav, Martin Gosenca, Aljaž Štrucelj.

Projekt raziskuje možnosti dinamičnega generiranja digitalnih prostorov. Interaktivnost je zasnovana na dveh oseh: beleženju uporabnikovih vnosov in prejemanju podatkov z medmrežja. Nasprotna perspektiva koncepta gleda vzvratno - uporabnik umetniško kodiranega digitalnega prostora je soočen s hiperprostorskim tekstom, tekstom, ki v izrisovanju perspektivne projekcije kodira pomene. Omenimo tri temeljne plasti: gibanje sipin po neskončnem prostoru v skladu s tokom podatkov z interneta ter z dodatno določenimi pravili, ponavljajoča se kvadratna mreža internetnih radijskih postaj, ki nadomešča piše vetra v puščavi, in kodiranje zgodbe v kontekstu prostora (glej spredaj). Slednja uresničuje temeljno možnost algoritemskega besedila, ki daje uporabniku v dekodiranje takšne podatke, kot jih njegov vstop zahteva.

The project explores the possibilities of dynamic generation of digital spaces. Its interactivity revolves around two axes: the recording of user's input and the data-streams from the internet. From the opposite angle the concept acts in reverse - the user of the artistically encoded digital space is faced with hyperspatial text, the text that codes meaning by means of digital perspective renderings. To mention three fundamental layers: the movement of dunes through an infinite space according to internet data-flow and additionally determined by rules, the repeating square grid of internet radio stations that stands for sounds of wind in the desert and the encoding of the narrative within a spatial form (see front). The latter embodies the basic possibility of an algorithmic discourse, which supplies the user with the data according to his/her actions.

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2005

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